

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

- (a) data corresponding to a primary game operable for one or more plays based upon placement of a wager which corresponds to one of: (1) a first wager level; and (2) a second wager level which is greater than the first wager level;
- (b) data corresponding to a plurality of different game display interfaces available for a single one of the plays based upon the placed wager for the single play of in the primary game and operable to be displayed by the display device to represent the single play of said primary game to the player, the game display interfaces including a first game display interface and a different, second game display interface, wherein each of the first game display interface including and second interfaces includes a plurality of first reels displayable by the at least one display device, the plurality of first reels including and a plurality of different first symbols displayable displayed on the first reels, the second game display interface including a plurality of second reels displayable by the at least one display device, the plurality of second reels including a plurality of different second symbols displayable on the second reels, wherein each of a plurality of the first symbols corresponds to a different one of a plurality of the second symbols, the symbols in each of the first and second interfaces each said

first symbol and corresponding second symbol being are associated with an identical winning condition in the primary game ~~with respect to corresponding symbols in another one of the first and second interfaces~~, and wherein a plurality of the corresponding symbols in the first and second game display interfaces are visually different from one another, the first and second game display interfaces being associated with a same payout rate per wager unit; and

(c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device, for the single play of the primary game, to:

- (1) receive an input associated with the placed wager;
- (2) determine whether the placed wager corresponds to one of the first wager level and the second wager level;
- (3) ~~display the first game display interface if the placed wager corresponds to the first wager level;~~
  - (A) display the first game display interface including the first reels,
  - (B) randomly determine an outcome including a plurality of the first symbols, and
  - (C) cause the first reels to display the plurality of the first symbols of the randomly determined outcome;
- (4) ~~display the second game display interface if the placed wager corresponds to the second wager level;~~
  - (A) display the second game display interface including the second reels,
  - (B) randomly determine an outcome including a plurality of the second symbols, and

- (C) cause the second reels to display the plurality of the second symbols of the randomly determined outcome; and
- ~~(5) — operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the reels;~~
- ~~(6) — implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;~~
- ~~(7) — determine an outcome of the single play;~~
- ~~(8) — indicate the determined outcome; and~~
- (59) provide any award associated with the displayed symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with the same payout rate per wager unit independent of whether the first or second game display interface is displayed.

Claim 2 (previously presented): The gaming device of claim 1, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different from the first payable.

Claim 3 (currently amended): The gaming device of claim 1, wherein: (i) if the placed wager corresponds to the first wager level, the primary game is a slot game involving a plurality of the first reels which display the randomly determined outcome by randomly generating a plurality of the first symbols, and displaying said randomly generated first symbols as part of the randomly determined outcome, and (ii) if the placed wager corresponds to the second wager level, the primary game is a slot game involving a plurality of the second reels which display the randomly determined outcome by randomly generating a plurality of the second symbols, and displaying said randomly generated second symbols as part of the randomly determined outcome.

Claim 4 (currently amended): The gaming device of claim 1, wherein at least two of the game display interfaces include at least one visually identical symbol.

Claim 5 (currently amended): The gaming device of claim 1, wherein for two of the game display interfaces, each symbol in one of the game display interfaces corresponds to one ~~has a corresponding~~ symbol in another one of the game display interfaces.

Claim 6 (currently amended): The gaming device of claim 5, wherein the corresponding symbols are provided in a same frequency in said two game display interfaces.

Claim 7 (currently amended): The gaming device of claim 1, wherein each symbol in one of the game display interfaces corresponds to one ~~has a corresponding~~ symbol in each of the other game display interfaces.

Claim 8 (currently amended): The gaming device of claim 7, wherein the corresponding symbols are provided in a same frequency in each of the game display interfaces.

Claim 9 (currently amended): The gaming device of claim 1, wherein each of a plurality of symbols of one of the game display interfaces corresponds ~~correspond to~~ one of the symbols in another one of the game display interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 10 (currently amended): The gaming device of claim 1, wherein each of a plurality of symbols of one of the game display interfaces corresponds ~~correspond to~~ one of the symbols in another one of the game display interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 11 (currently amended): The gaming device of claim 1, wherein the each of the game display interfaces includes indicia consistent with a different game theme.

Claim 12 (original): The gaming device of claim 11, wherein each theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claims 13-23 (canceled).

Claim 24 (currently amended): The gaming device of claim 1, wherein at least two of the game display interfaces include: payouts with different volatilities, payouts with different eligibility requirements, and payouts with different triggering mechanisms.

Claims 25-36 (canceled).

Claim 37 (currently amended): A gaming device comprising:  
a display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores:

(a) data corresponding to:

- (1a) ~~data corresponding to a~~ primary game operable for one or more plays based upon placement of a wager which corresponds to one of a plurality of different wager levels; and
- (2b) ~~data corresponding to a~~ plurality of different game display interfaces available for a single one of the plays based upon the placed wager for the single play of in the primary game and operable to be displayed by the display device to represent the single play of said primary game ~~to the player~~, a first ~~each one of~~ the game display interfaces including a plurality of first reels displayable by the at least one display device, the plurality of first reels, ~~a first one of the interfaces including a first plurality of first~~ symbols displayable displayed on the first reels, a second one of the game display interfaces including a plurality of second reels displayable by the at least one display device, the plurality of second reels including a second plurality of second symbols displayable displayed on the second reels which are different from the first plurality of symbols, each of a plurality of the first symbols in the first game display interface being associated with an identical winning condition in the primary game with respect to a corresponding one of the second symbols of the second game display interface, a plurality of the corresponding symbols of the first game display interface being visually different from the corresponding symbols of the second game display interface, the first and second game display interfaces being associated with a same payout rate per wager unit; and

- (be) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device, for the single play of the primary game, to:
- (1) receive an input associated with the placed wager;
  - (2) determine an event that causes the display device to activate one of the first and second interfaces for the play of said primary game, the event being based on the wager level of the placed wager;
  - (3) if the event is based on a first one of the wager levels:
    - (A) activate and display the first game display interface including the first reels,
    - (B) randomly determine an outcome including a plurality of the first symbols, and
    - (C) cause the first reels to display the first symbols of the randomly determined outcome;
  - (4) if the event is based on a second, different one of the wager levels:
    - (A) activate and display the second game display interface including the second reels,
    - (B) randomly determine an outcome including a plurality of the second symbols, and
    - (C3) cause operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the second reels to display the second symbols of the randomly determined outcome; and
  - ~~(4) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;~~
  - ~~(5) determine an outcome of the single play;~~
  - ~~(6) indicate the determined outcome; and~~
  - (75) provide any award associated with the displayed symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with the same payout rate per

wager unit independent of whether the first or second game display interface is displayed.

Claim 38 (previously presented): The gaming device of claim 37, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable.

Claim 39 (currently amended): The gaming device of claim 37, wherein: (i) if the event is based on the first one of the wager levels, the primary game is a slot game involving a plurality of the first reels which display the randomly determined outcome by randomly generating a plurality of the first symbols, and displaying said randomly generated first symbols as part of the randomly determined outcome, and (ii) if the event is based on the second one of the wager levels, the primary game is a slot game involving a plurality of the second reels which display the randomly determined outcome by randomly generating a plurality of the second symbols, and displaying said randomly generated second symbols as part of the randomly determined outcome.

Claim 40 (currently amended): The gaming device of claim 37, wherein at least two of the game display interfaces include at least one visually identical symbol.

Claim 41 (currently amended): The gaming device of claim 37, wherein for two of the game display interfaces, each symbol in one of the game display interfaces has a corresponding symbol in another one of the game display interfaces.

Claim 42 (currently amended): The gaming device of claim 41, wherein the corresponding symbols are provided in a same frequency in said two game display interfaces.



Claim 43 (currently amended): The gaming device of claim 37, wherein each symbol in one of the game display interfaces has a corresponding symbol in each of the other game display interfaces.

Claim 44 (currently amended): The gaming device of claim 43, wherein corresponding symbols are provided in a same frequency in each of the game display interfaces.

Claim 45 (currently amended): The gaming device of claim 37, wherein each of a plurality of symbols of one of the game display interfaces corresponds ~~correspond to~~ one of the symbols in another one of the game display interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 46 (currently amended): The gaming device of claim 37, wherein each of a plurality of symbols of one of the game display interfaces corresponds ~~correspond to~~ one of the symbols in another one of the game display interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 47 (currently amended): A gaming device comprising:  
a display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores:

(a) data corresponding to:

(1a) ~~data corresponding to a primary game operable for one or more plays based upon a placement of a wager which corresponds to one of a plurality of different wager levels; and~~

(2b) ~~data corresponding to a plurality of visually different interfaces available for a single one of the plays based upon the placed wager in the primary game~~ for the single play of the primary game, the interfaces displayable by the display device to represent the single play of the primary game to the player, a first each one of the interfaces including a plurality of first reels displayable by the at least one display device, the plurality of first reels a first one of the interfaces including a first plurality of first symbols displayable on the first reels, a second one of the interfaces including a plurality of second reels displayable by the at least one display device, the plurality of second reels including a second plurality of second symbols displayable on the second reels, the plurality of second symbols being which are different from the first plurality of first symbols, each of a plurality of the first symbols in each one of the first interface and second interfaces being associated with an identical winning condition in the primary game with respect to a corresponding one of the second symbols of the second interface, the first and second game display interfaces being associated with a same payout rate per wager unit; and

(be) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display

device and the at least one input device, for the single play of the primary game, to:

- (1) receive an input associated with the placed wager;
- (2) select either one of the first and second interfaces for the single play, the selection depending upon the wager level of the placed wager;
- (3) if the selection depends on a first one of the wager levels:
  - (A) display the first interface including the first reels,
  - (B) randomly determine an outcome including a plurality of the first symbols, and
  - (C) cause the first reels to display the first symbols of the randomly determined outcome;
- ~~(4)~~ if the selection depends on a second one of the wager levels:
  - (A) display the second interface including the second reels,
  - (B) randomly determine an outcome including a plurality of the second symbols, and
  - (C) ~~cause operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the second reels to display the second symbols of the randomly~~ determined outcome; and
- ~~(4)~~ ~~determine an outcome of the single play;~~
- ~~(5)~~ ~~indicate the determined outcome; and~~
- (56) provide any award associated with the displayed symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with the same payout rate per wager unit independent of whether the first or second interface is displayed.

Claim 48 (currently amended): A gaming device comprising:  
a display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores:

(a) data corresponding to:

(1a) ~~data corresponding to a~~ primary game operable for one or more plays based upon a wager placed at one of a plurality of different wager levels; and

(2b) ~~data corresponding to a~~ plurality of different game display interfaces available for a single one of the plays based upon the placed wager for the single play of in the primary game and operable to be displayed by the display device to represent the single play of the primary game ~~to the player, a first~~ each one of the game display interfaces including a plurality of first reels displayable by the at least one display device, the plurality of first reels, ~~a first one of the interfaces~~ including a first set of reel symbols displayable on the first reels, a second one of the game display interfaces including a plurality of second reels displayable by the at least one display device, the plurality of second reels including a second set of reel symbols displayable on the second reels, the first set corresponding to the second set, the first set being different from the second set, each of a plurality of the reel symbols of the first set and the corresponding reel symbols of the second sets being associated with an identical winning symbol combination in the primary game, the first and second game display interfaces being associated with a same payout rate per wager unit; and

(be) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display

device and the at least one input device, for the single play of the primary game, to:

- (1) receive an input associated with the placed wager;
- (2) select either one of the first and second game display interfaces for the single play, the selection depending upon the wager level;
- (3) if the first game display interface is selected:
  - (A) display the first game display interface including the first reels,
  - (B) randomly determine an outcome including a plurality of the reel symbols from the first set, and
  - (C) cause the first reels to display each reel symbol of the first set which forms part of the randomly determined outcome;
- (4) if the second game display interface is selected:
  - (A) display the second game display interface including the second reels,
  - (B) randomly determine an outcome including a plurality of the reel symbols from the second set, and
  - (C3) cause operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the second reels to display each reel symbol of the second set which forms part of the randomly determined outcome; and
- ~~(4) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;~~
- ~~(5) determine an outcome of the single play;~~
- ~~(6) indicate the determined outcome; and~~
- (57) provide any award associated with the displayed reel symbols which form the randomly determined outcome, the award being based on the placed wager and in accordance with the same payout rate per wager unit independent of whether the first or second game display interface is displayed.

Claim 49 (previously presented): The gaming device of claim 48, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable.

Claim 50 (currently amended): The gaming device of claim 48, wherein: (i) if the first game display interface is selected, the primary game is a slot game involving a plurality of the first reels which display the randomly determined outcome by randomly generating a plurality of the reel symbols from the first set, and displaying said randomly generated reel symbols from the first set as part of the randomly determined outcome, and (ii) if the second game display interface is selected, the primary game is a slot game involving a plurality of the second reels which display the randomly determined outcome by randomly generating a plurality of the reel symbols from the second set, and displaying said randomly generated reel symbols from the second set as part of the randomly determined outcome.

Claim 51 (currently amended): The gaming device of claim 48, wherein each of the game display interfaces include at least one visually identical symbol.

Claim 52 (currently amended): The gaming device of claim 1, wherein the winning condition requires that a plurality of the displayed symbols of the randomly determined outcome are displayed according to a designated spatial arrangement.

Claim 53 (currently amended): The gaming device of claim 52, wherein the winning condition requires that the designated spatial arrangement occur on: (i) the first reels if the placed wager corresponds to the first wager level, and (ii) the second reels if the placed wager corresponds to the second wager level.

Claim 54 (currently amended): The gaming device of claim 52, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) a plurality of first symbols of the first game display interface; and (b) a plurality of second symbols of the second game display interface.

Claim 55 (previously presented): The gaming device of claim 1, wherein the same payout rate per wager unit corresponds to an average expected value.

Claim 56 (previously presented): The gaming device of claim 1, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 57 (previously presented): The gaming device of claim 56, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 58 (currently amended): The gaming device of claim 1, wherein the first game display interface includes a first set of the first symbols and the second game display interface includes a second set of the second symbols, the second set of symbols including at least one second symbol which is visually different from at least one first symbol of the first set.

Claim 59 (previously presented): The gaming device of claim 1, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 60 (previously presented): The gaming device of claim 1, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 61 (currently amended): The gaming device of claim 37, wherein the winning condition requires that a plurality of the displayed symbols of the randomly determined outcome are displayed according to a designated spatial arrangement.

Claim 62 (currently amended): The gaming device of claim 61, wherein the winning condition requires that the designated spatial arrangement occur on: (i) the first reels if the event is based on the first one of the wager levels, and (ii) the second reels if the event is based on the second one of the wager levels.

Claim 63 (currently amended): The gaming device of claim 61, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by ~~either one of:~~ (a) the ~~first~~-plurality of first symbols of the first game display interface; and (b) the ~~second~~-plurality of second symbols of the second game display interface.

Claim 64 (previously presented): The gaming device of claim 37, wherein the same payout rate per wager unit corresponds to an average expected value.

Claim 65 (previously presented): The gaming device of claim 37, wherein the first game display interface and the second game display interface are associated with a common theme.



Claim 66 (previously presented): The gaming device of claim 65, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 67 (currently amended): The gaming device of claim 37, wherein at least one of the first symbols of the first game display interface is visually different from at least one of the second symbols of the second game display interface.

Claim 68 (previously presented): The gaming device of claim 37, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 69 (previously presented): The gaming device of claim 37, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 70 (currently amended): The gaming device of claim 47, wherein the winning condition requires that a plurality of the symbols of one of the visually different interfaces are displayed according to a designated spatial arrangement.

Claim 71 (currently amended): The gaming device of claim 70, wherein the winning condition requires that the designated spatial arrangement occur on the first reels if the selection depends on the first one of the wager levels, and (ii) the second reels if the selection depends on the second one of the wager levels.

Claim 72 (currently amended): The gaming device of claim 70, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by ~~either one of~~: (a) a plurality of first symbols of the first game display interface; and (b) a plurality of second symbols of the second game display interface.

Claim 73 (previously presented): The gaming device of claim 47, wherein the payout rate corresponds to an average expected value.

Claim 74 (previously presented): The gaming device of claim 47, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 75 (previously presented): The gaming device of claim 74, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 76 (currently amended): The gaming device of claim 47, wherein a plurality of the first symbols of the first game display interface are visually different from a plurality of the second symbols of the second game display interface.

Claim 77 (currently amended): The gaming device of claim 47, wherein the first ~~game display interface~~ is displayed for a first play of the game and the second ~~game display interface~~ is displayed for a second play of the game.

Claim 78 (previously presented): The gaming device of claim 47, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 79 (currently amended): The gaming device of claim 48, wherein the winning condition requires that a plurality of the reel symbols of one of the first and second sets are displayed according to a designated spatial arrangement.

Claim 80 (currently amended): The gaming device of claim 79, wherein the winning condition requires that the designated spatial arrangement occur on: (i) the first reels if the first game display interface is selected, and (ii) the second reels if the second game display interface is selected.

Claim 81 (currently amended): The gaming device of claim 79, wherein the designated spatial arrangement specifies a reel symbol combination which is satisfied by ~~either~~ one of: (a) a plurality of reel symbols of the first set; and (b) a plurality of reel symbols of the second set.

Claim 82 (previously presented): The gaming device of claim 48, wherein the payout rate corresponds to an average expected value.

Claim 83 (previously presented): The gaming device of claim 48, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 84 (previously presented): The gaming device of claim 83, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 85 (previously presented): The gaming device of claim 48, wherein at least one of the reel symbols of the first game display interface is visually different from at least one of the reel symbols of the second game display interface.

Claim 86 (previously presented): The gaming device of claim 48, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 87 (previously presented): The gaming device of claim 48, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 88 (currently amended): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data representing:

(i) a game operable upon a wager;

(ii) a first wager level;

(iii) a second wager level which is greater than the first wager level;

(iv) a plurality of reels displayable by the at least one display device;

(v) a plurality of reel symbols including:

(1) a first set of reel symbols displayable on the reels;  
and

(2) a second set of reel symbols displayable on the reels,  
the second set of reel symbols being different from  
the first set of reel symbols;

(vi) a same payout rate per wager unit associated with each of  
the first and second sets of reel symbols;

(vii) a winning condition which specifies at least one symbol  
arrangement, the winning condition being satisfied as a  
result of either one of:

(1) a plurality of the reel symbols of the first set appearing  
on the reels according to the at least one symbol  
arrangement; and

(2) a plurality of the reel symbols of the second set  
appearing on the reels according to the at least one  
symbol arrangement;

(b) a plurality of instructions, which when executed by the at least one  
processor, cause the at least one processor to operate with the at least

one display device and the at least one input device, for a single play of the game, to:

- (i) receive an input associated with a wager for the single a-play of the game;
- (ii) determine whether the wager corresponds to one of the first wager level and the second wager level for the single play of the game;
- (iii) if the placed wager corresponds to the first wager level for the single play of the game:
  - (1) randomly generate and display a plurality of the first set of reel symbols on the reels;
  - (2) determine a first outcome based on the randomly generated reel symbols of the first set; and
  - (3) indicate whether the determined first outcome satisfies the winning condition;
- (iv) if the placed wager corresponds to the second wager level for the single play of the game:
  - (1) randomly generate and display a plurality of the second set of reel symbols on the reels;
  - (2) determine a second outcome based on the randomly generated reel symbols of the second set; and
  - (3) indicate whether the determined second outcome satisfies the winning condition; and
- ~~(v) implement the same payout rate per wager unit independent of whether the first or second set of symbols is generated; and~~
- (vi) provide any award associated with one of the first determined outcome and the second determined outcome, the award being based on the wager for the single play of the game and in accordance with the same payout rate per

wager unit independent of whether the first or second set of reel symbols is generated.

Claim 89 (previously presented): The gaming system of claim 88, wherein the payout rate corresponds to an average expected value.

Claim 90 (previously presented): The gaming system of claim 88, wherein the first set of reel symbols and the second set of reel symbols are associated with a common theme.

Claim 91 (previously presented): The gaming device of claim 90, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 92 (previously presented): The gaming system of claim 88, wherein the first set of reel symbols is displayed for a first play of the game and the second set of reel symbols is displayed for a second play of the game.

Claim 93 (previously presented): The gaming system of claim 88, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) determine the triggering event;
- (iii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 94 (currently amended): The gaming device of claim 1, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces, the third game display interface including a plurality of third reels displayable by the at least one display device, the plurality of third reels including a plurality of different third symbols displayable on the third reels; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to a third wager level which is different from the first and second wager levels; and (ii) provide any award associated with the displayed reel symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with implement the different third payout rate per unit wager in response to said placed wager.

Claim 95 (currently amended): The gaming device of claim 37, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces, the third game display interface including a plurality of third reels displayable by the at least one display device, the plurality of third reels including a plurality of third symbols displayable on the third reels; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to an additional wager level other than the plurality of different wager levels; and (ii) provide any award associated with the displayed reel symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with implement the different third payout rate per unit wager in response to said placed wager.



Claim 96 (currently amended): The gaming device of claim 47, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third ~~game display interface~~ which is different from the first and second ~~game display interfaces~~, the third interface including a plurality of third reels displayable by the at least one display device, the plurality of third reels including a plurality of third symbols displayable on the third reels; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third ~~game display interface~~ if the placed wager corresponds to an additional wager level other than the plurality of wager levels; and (ii) provide any award associated with the displayed reel symbols of the randomly determined outcome, the award being based on the placed wager and in accordance with ~~implement the different third payout rate per unit wager in response to said placed wager.~~

Claim 97 (currently amended): The gaming device of claim 48, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces, the third game display interface including a plurality of third reels displayable by the at least one display device, the plurality of third reels including a third set of reel symbols displayable on the third reels; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to an additional wager level other than the plurality of wager levels; and (ii) provide any award associated with the displayed reel symbols which form the randomly determined outcome, the award being based on the placed wager and in accordance with ~~implement the different third payout rate per unit wager in response to said placed wager.~~

Claim 98 (currently amended): The gaming system of claim 88, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third set of reel symbols displayable on the reels, the third set of reel symbols being ~~which is~~ different from the first and second sets of reel symbols; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to a third wager level which is different from the first and second wager levels; and (ii) provide any award associated with one of the first determined outcome and the second determined outcome, the award being based on the placed wager and in accordance with ~~implement the~~ different ~~third~~-payout rate per unit wager in response to said placed wager.